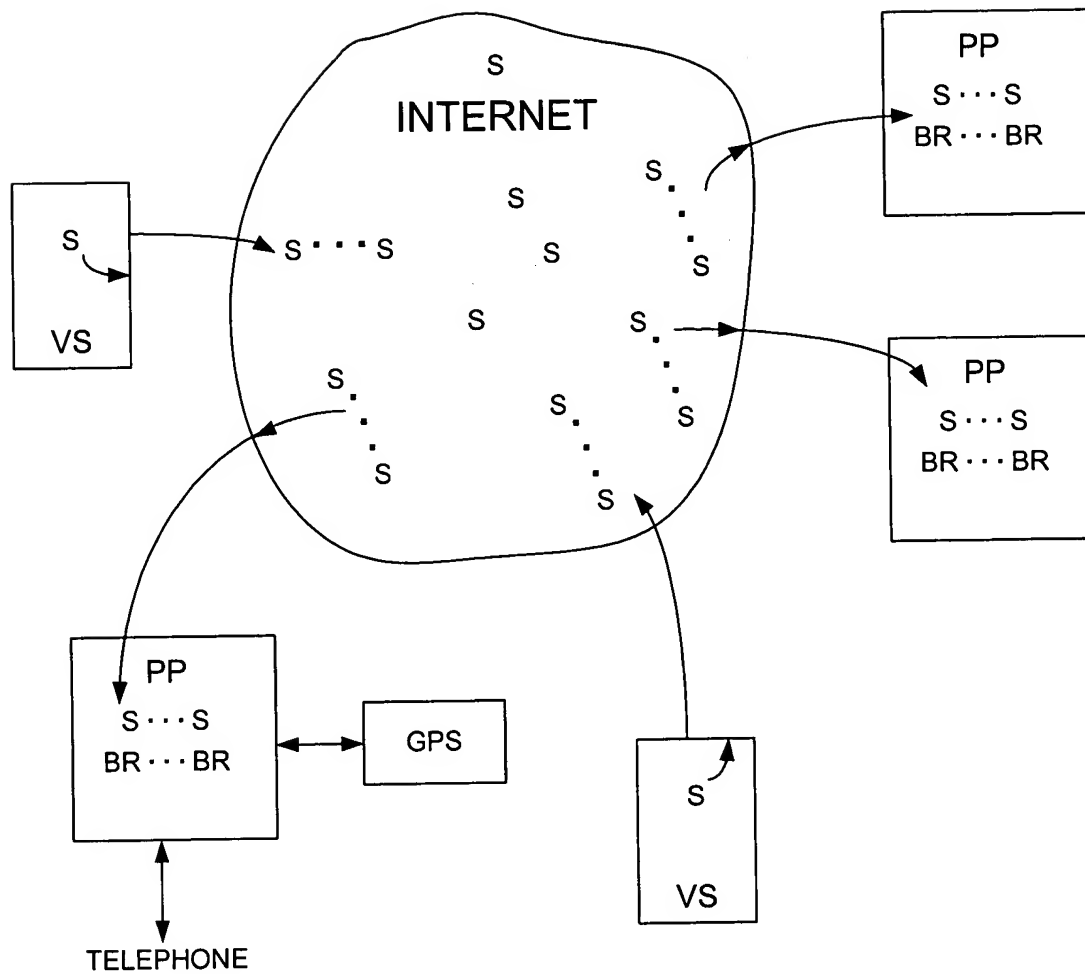


PP = PERSONAL PAGE  
 → INDICATES NETWORK ACCESS  
 ==> INDICATES SOFTWARE ACCESS

FIG. 1A



PP = PERSONAL PAGE  
 VS = VENDOR SITE  
 S = VENDOR SCRIPT  
 BR = BIDDING RULE

FIG. 1B

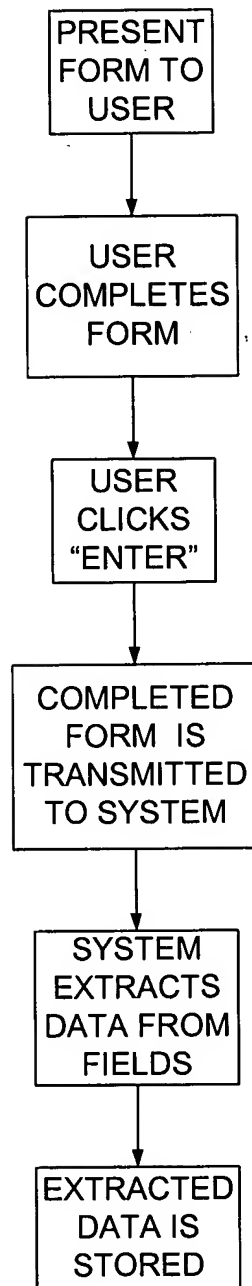


FIG. 2

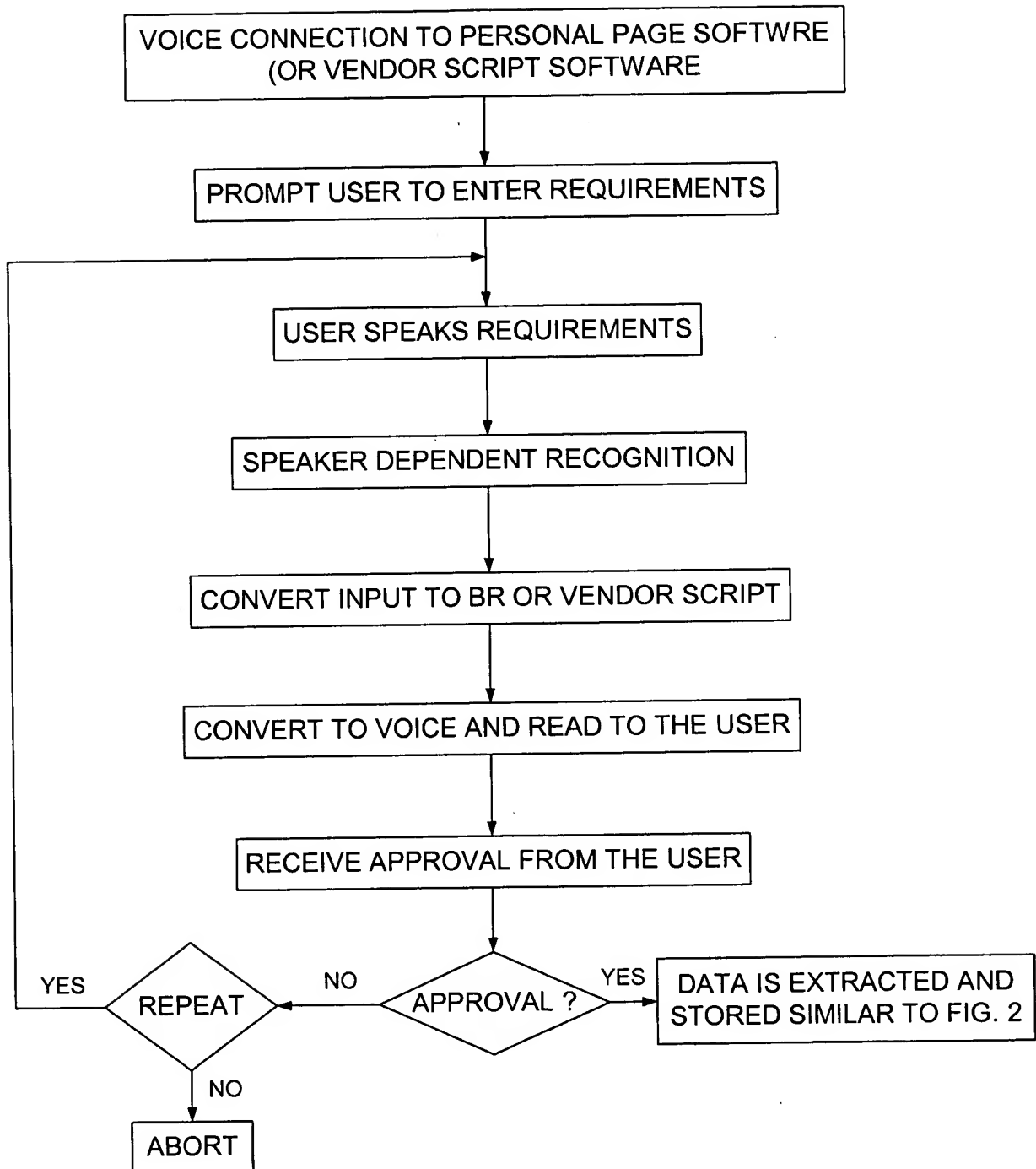


FIG. 3

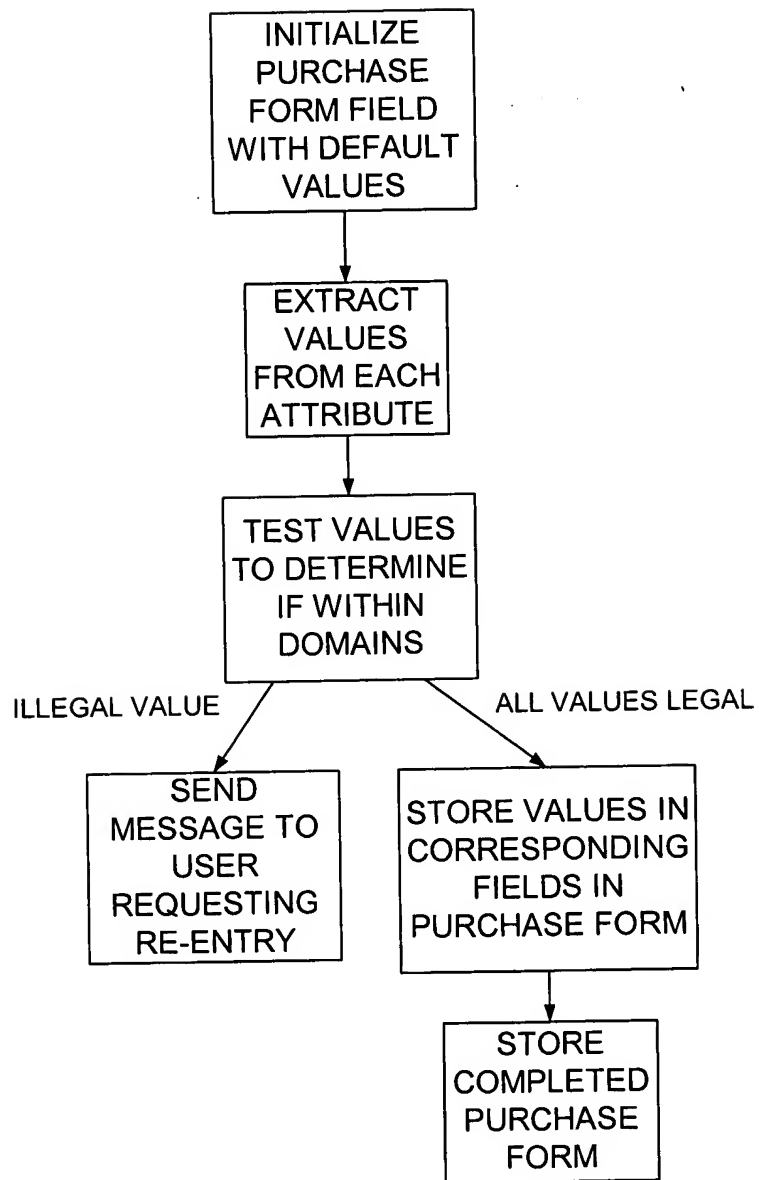


FIG. 4

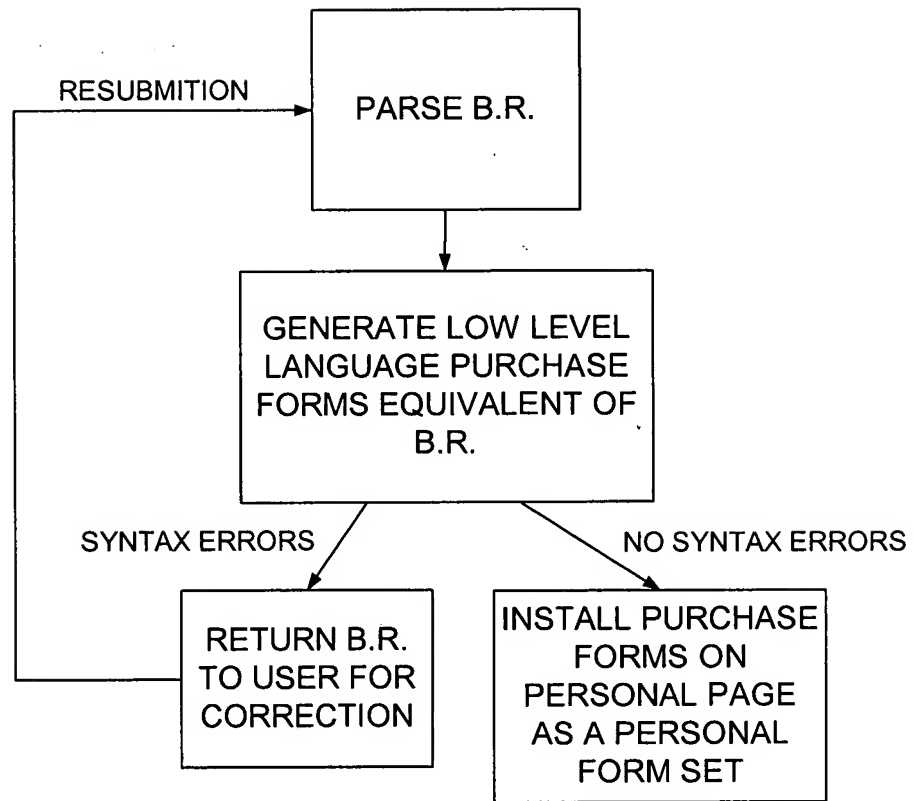


FIG. 5

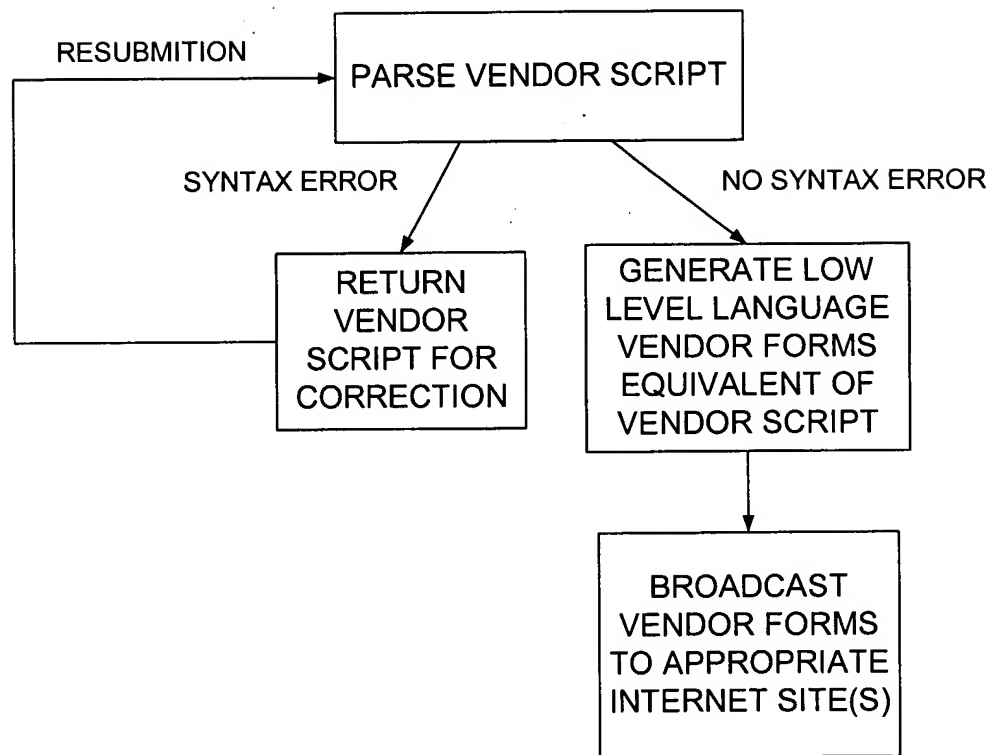


FIG. 6

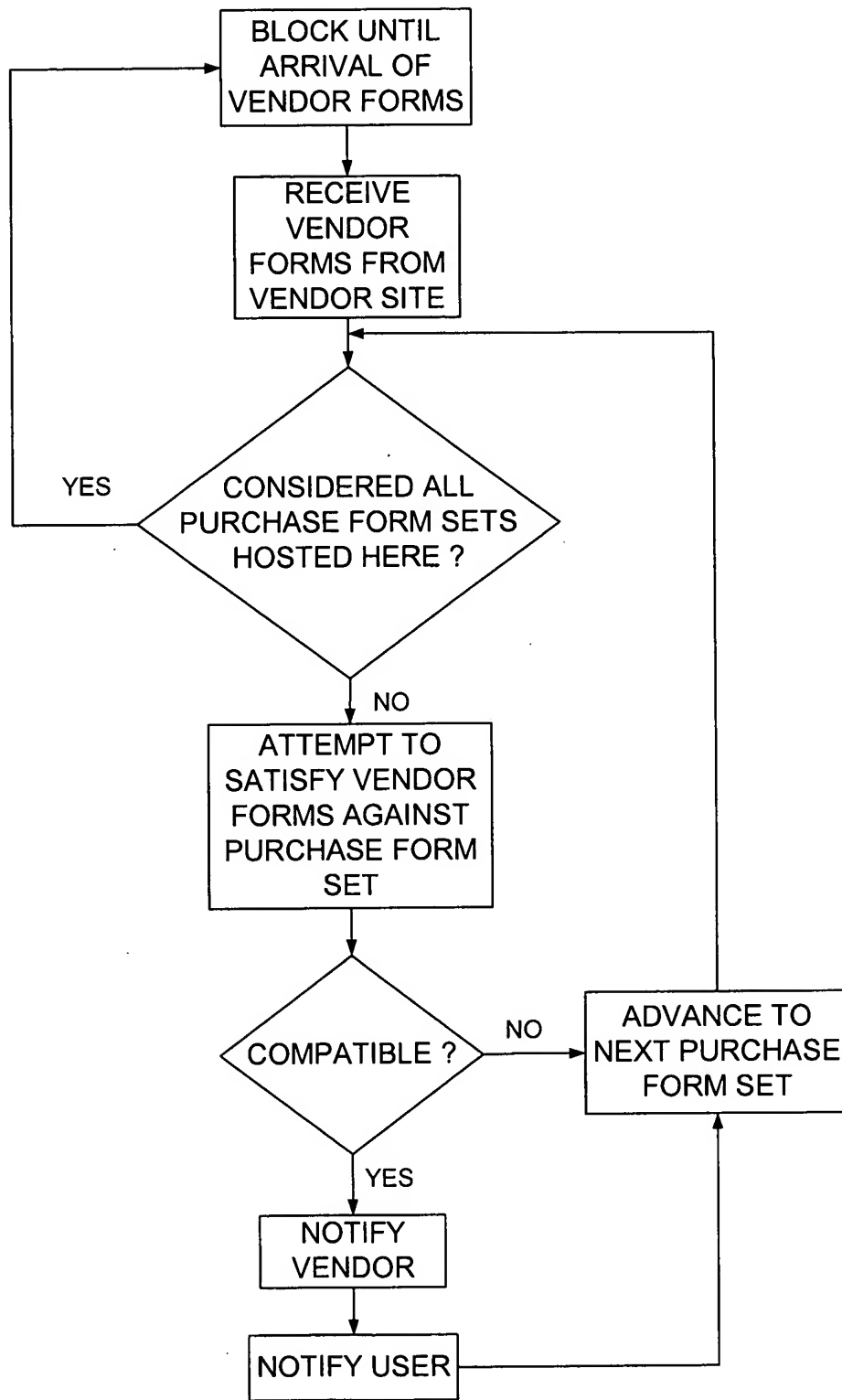


FIG. 7



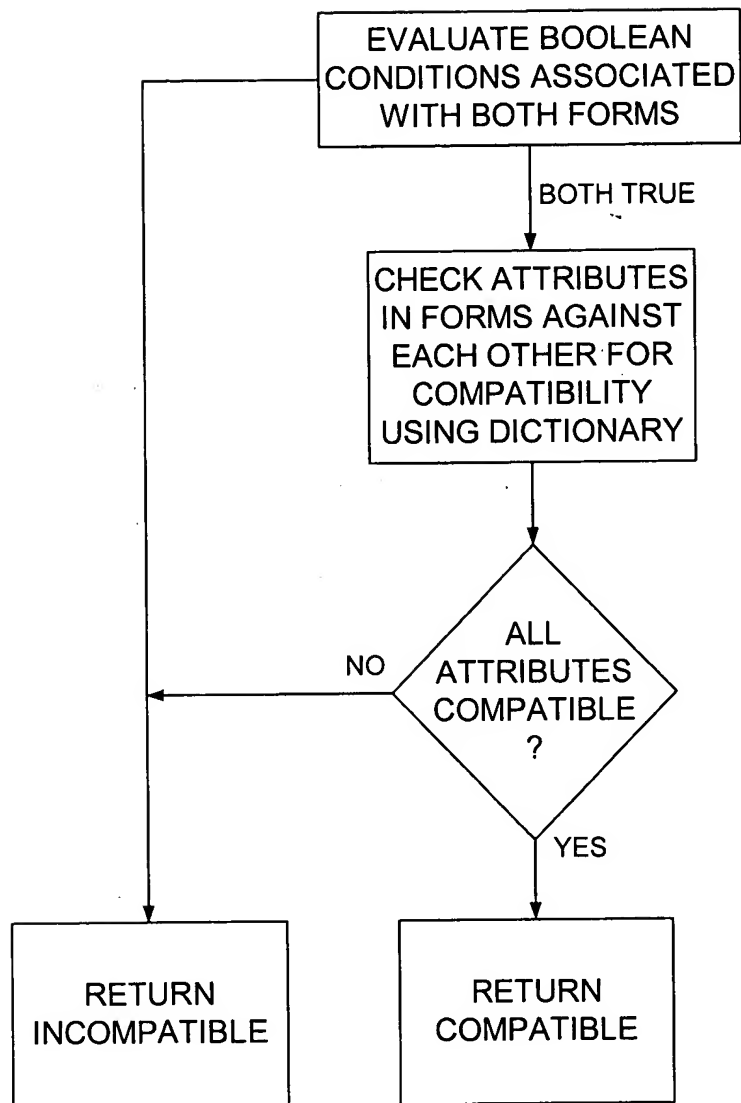


FIG. 8

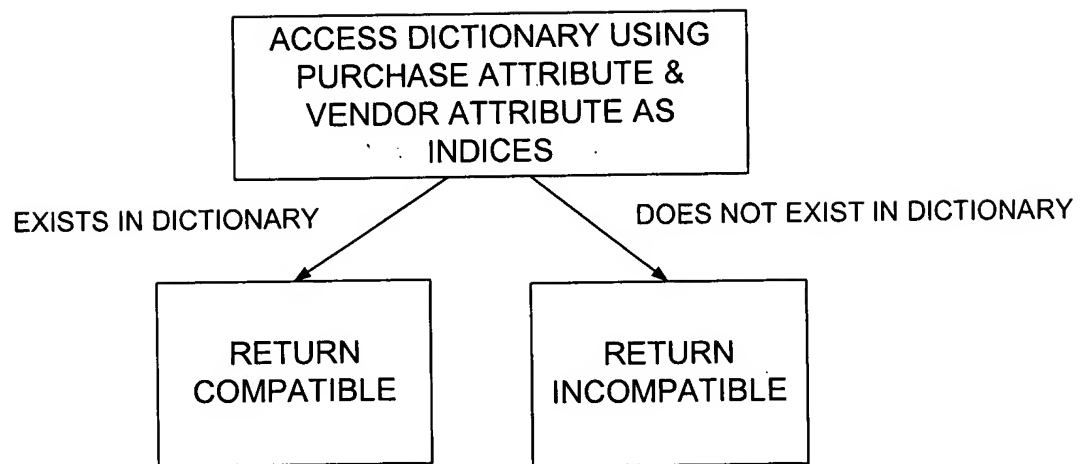


FIG. 9

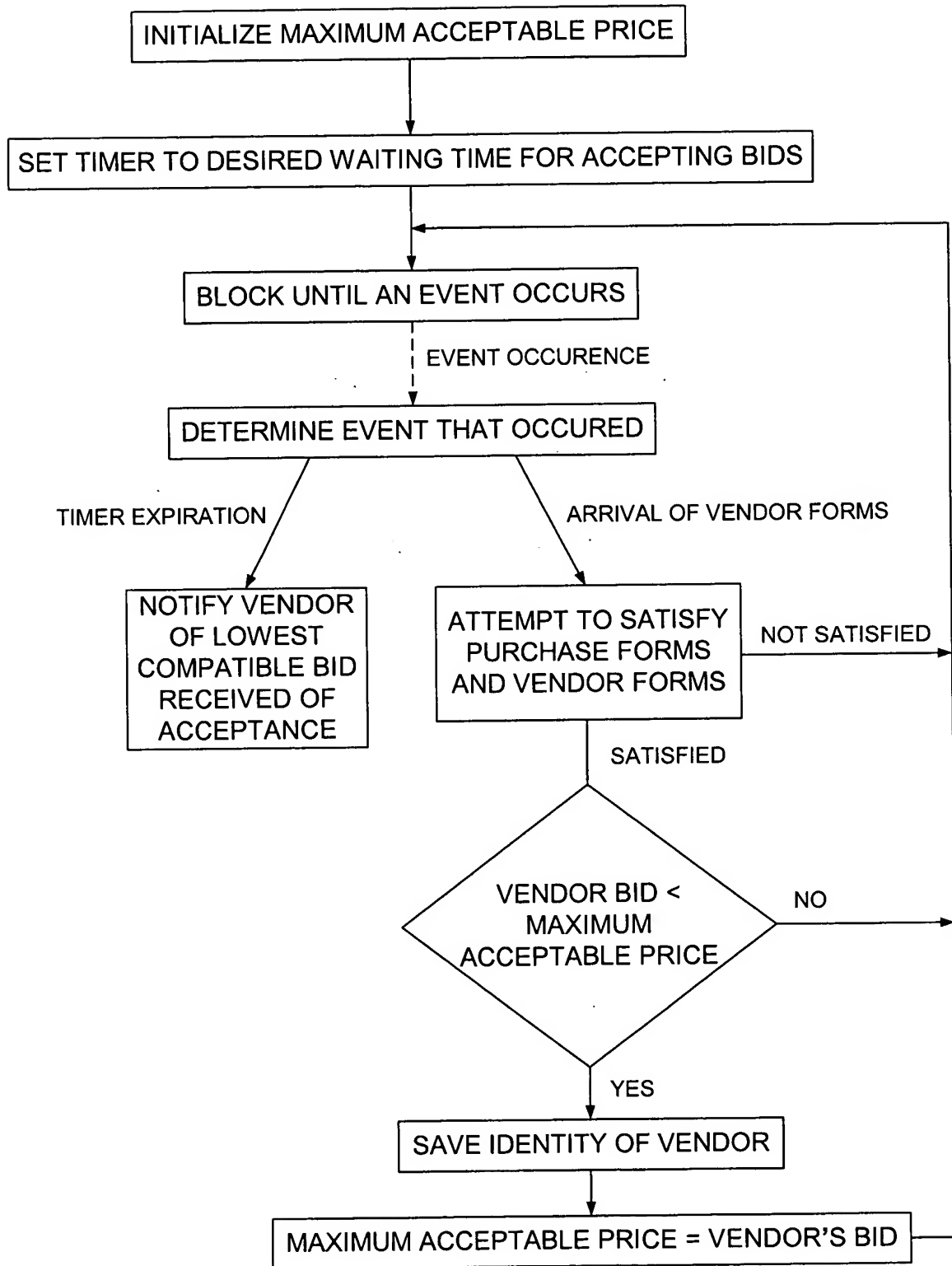


FIG. 10

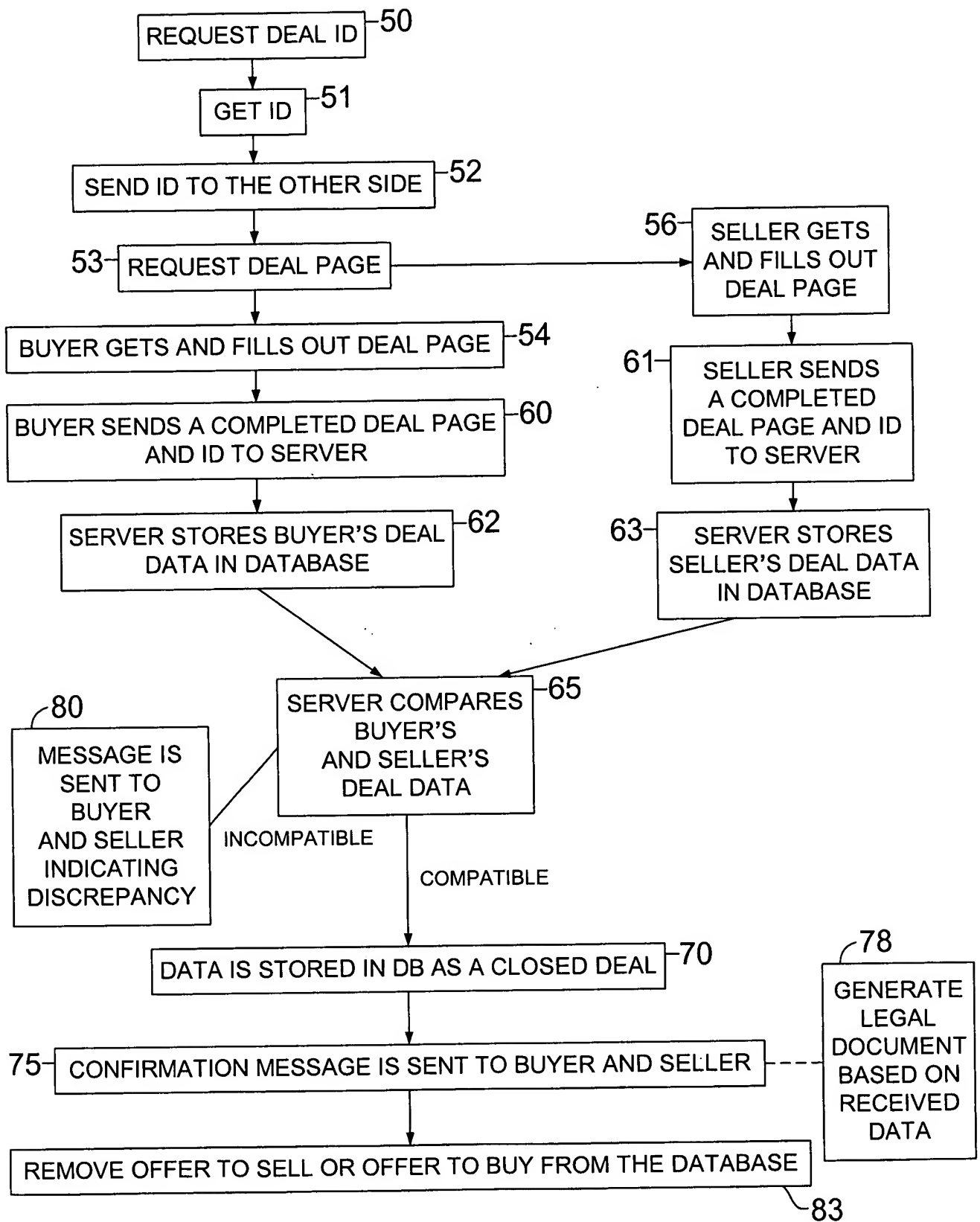


FIG. 11

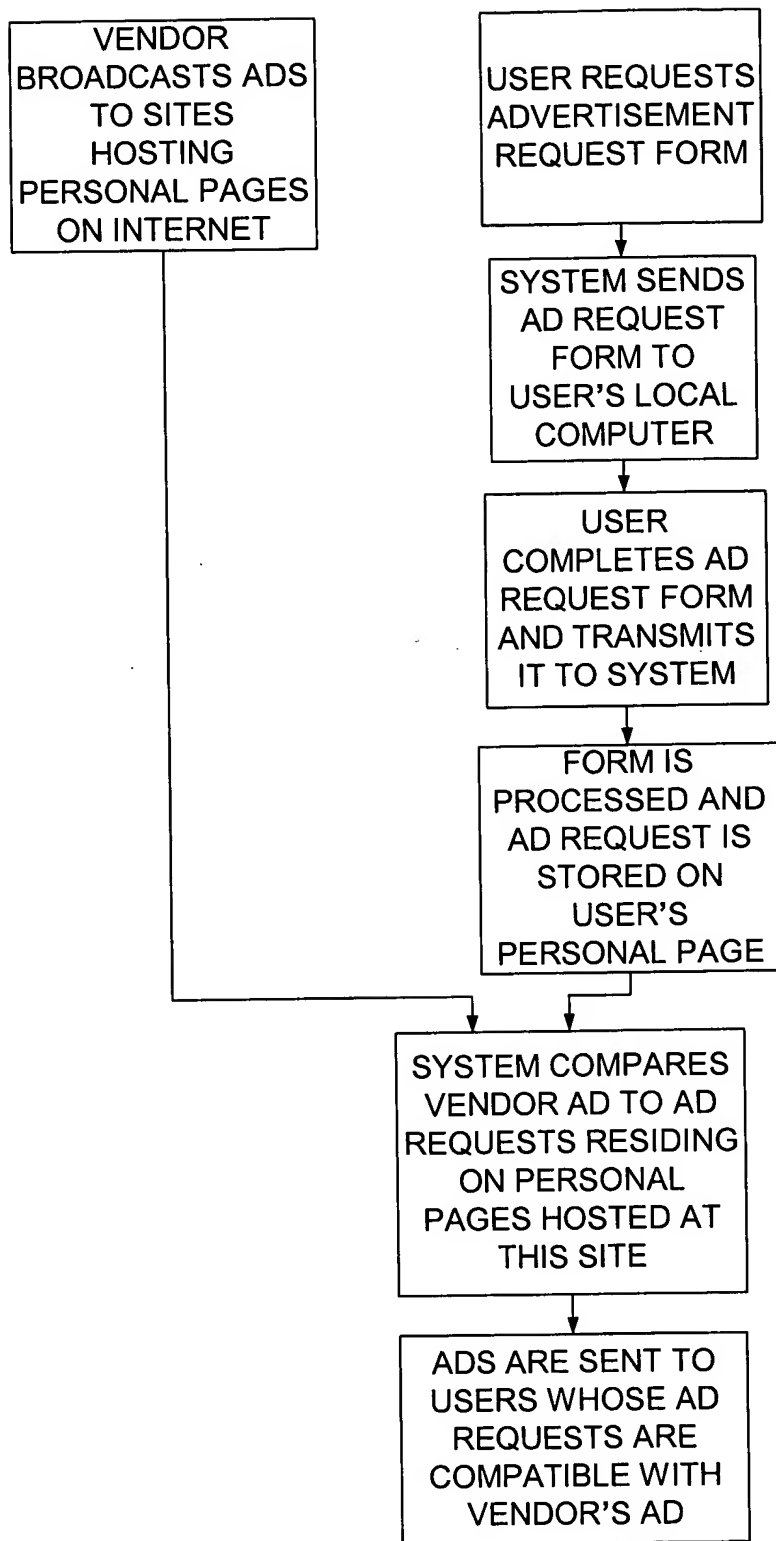


FIG. 12

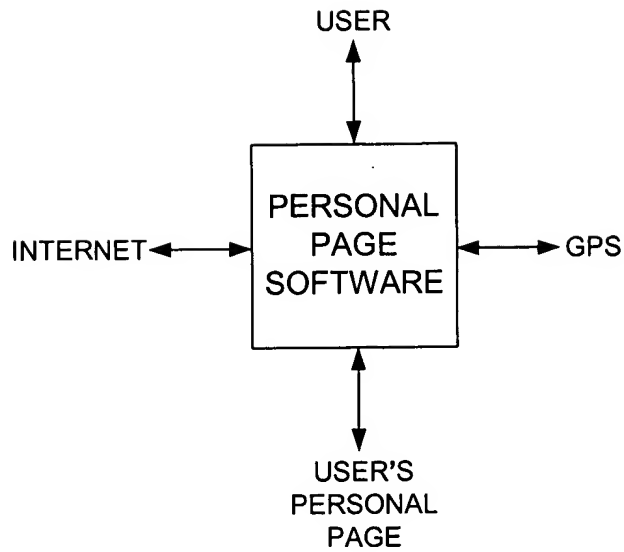


FIG. 13

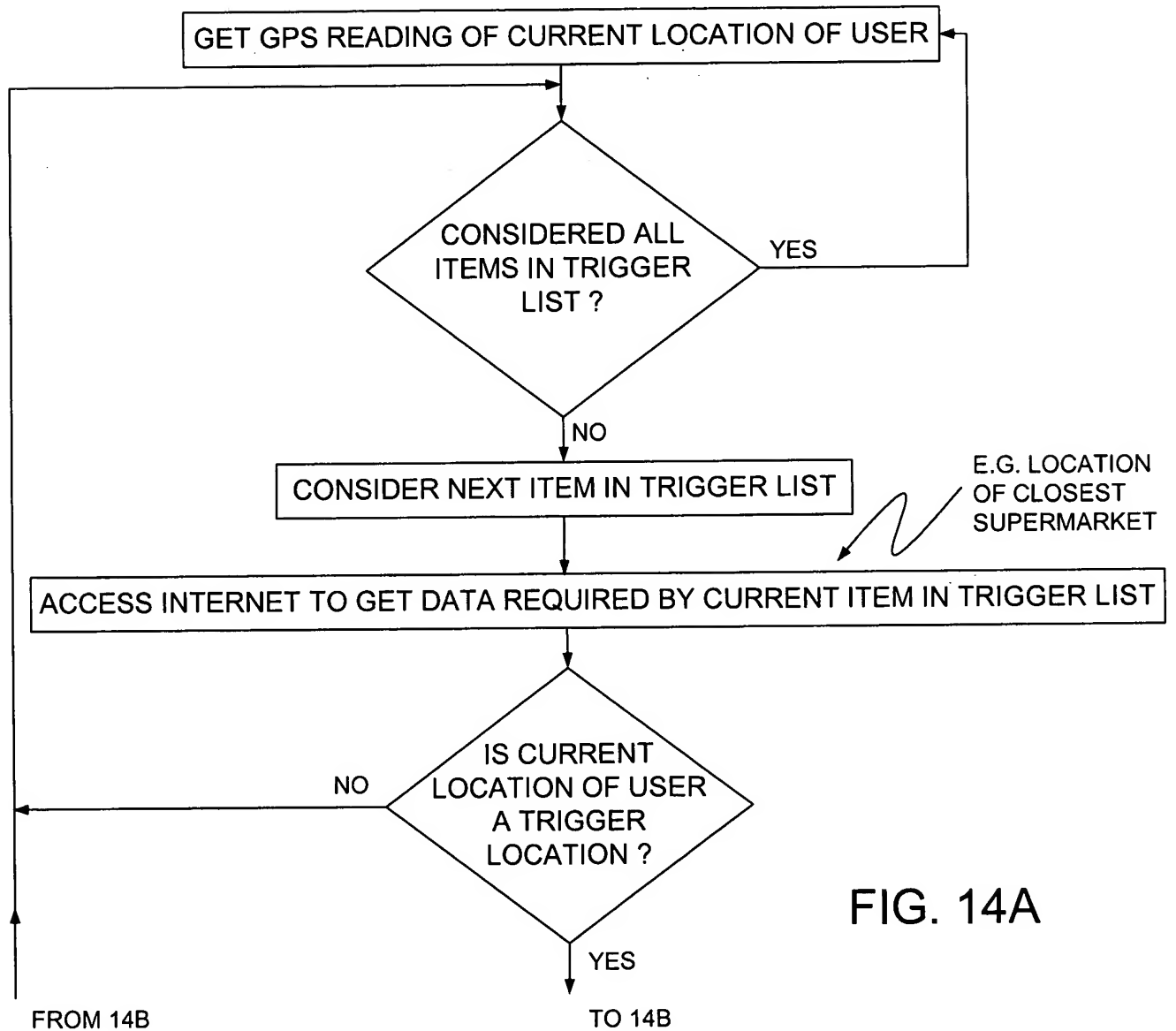
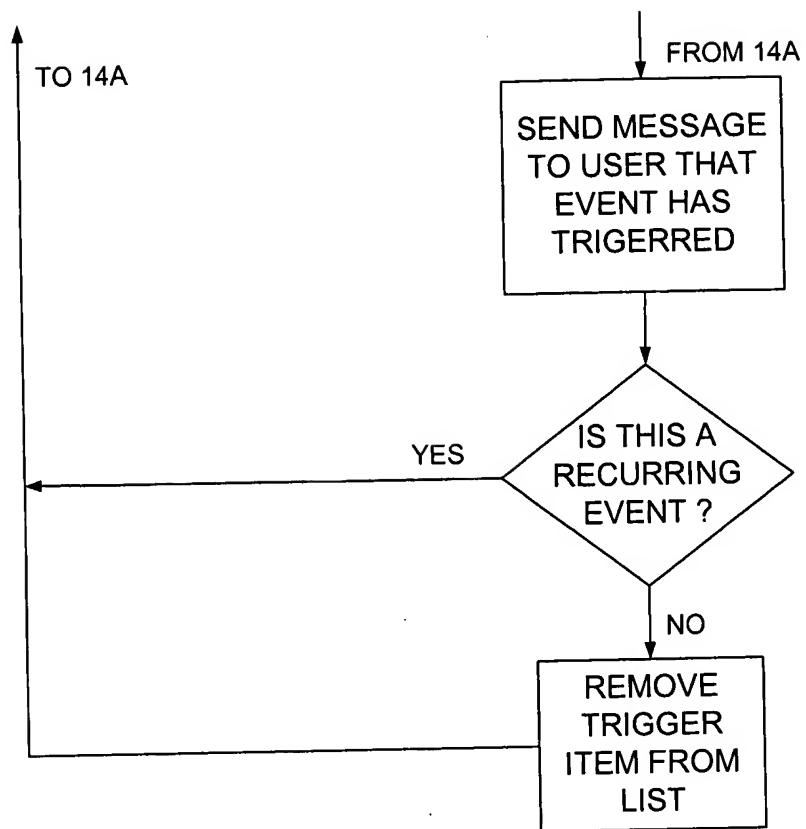


FIG. 14A



**FIG. 14B**

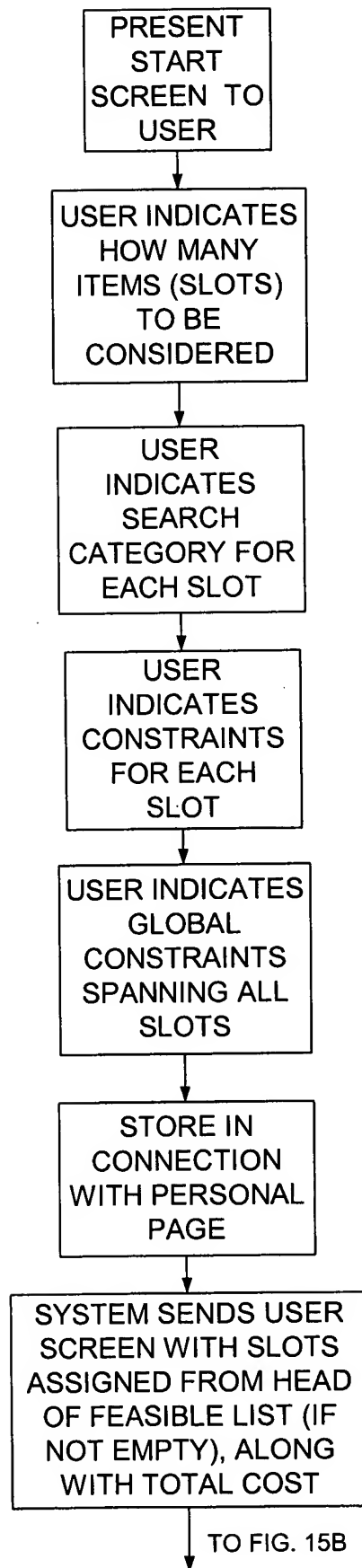


FIG. 15A



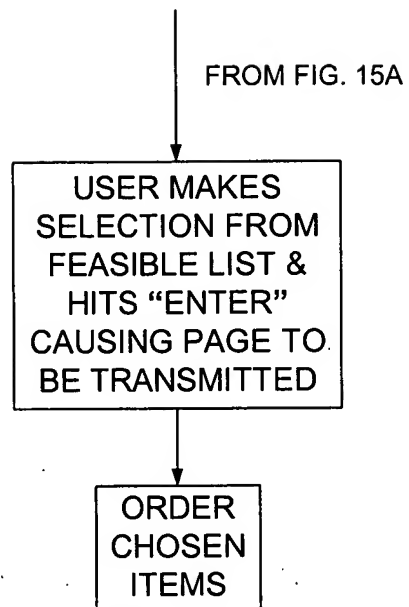


FIG. 15B

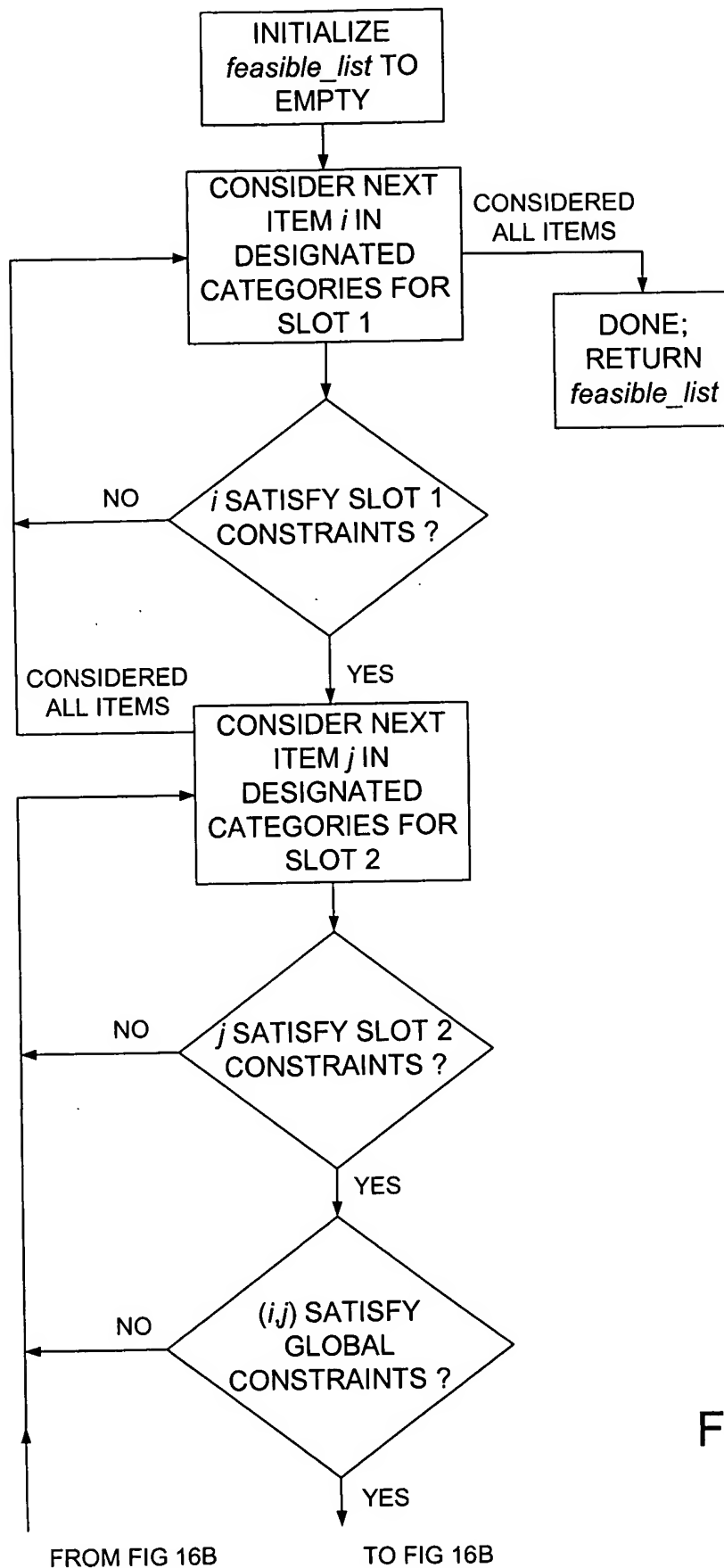


FIG. 16A

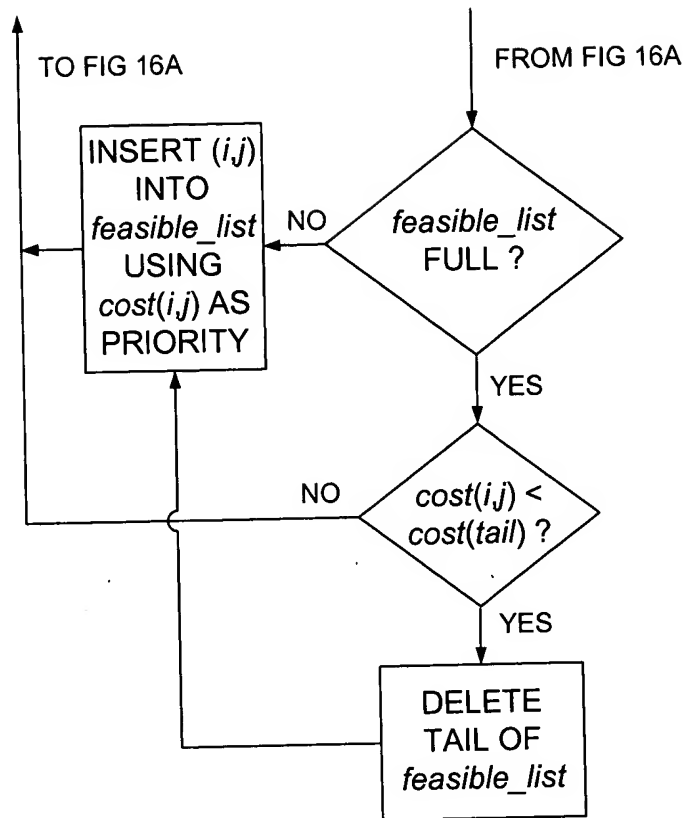


FIG. 16B

```

feasible_list = empty;           // priority queue; cost(a,b) is priority
for (i ranging over items in its designated categories)
    if (i satisfies slot 1 constraints)
        for (j ranging over items in its designated categories)
            if (j satisfies slot 2 constraints)
                if ( (i,j) satisfies global constraints)
                    if feasible_list not full
                        insert (i,j) and cost(i,j) into feasible_list;
                    else if ( cost(i,j) < cost(tail) )
                        {
                            delete tail from feasible_list;
                            insert (i,j) and cost(i,j) into feasible_list;
                        }
return (feasible_list);

```

FIG. 16C

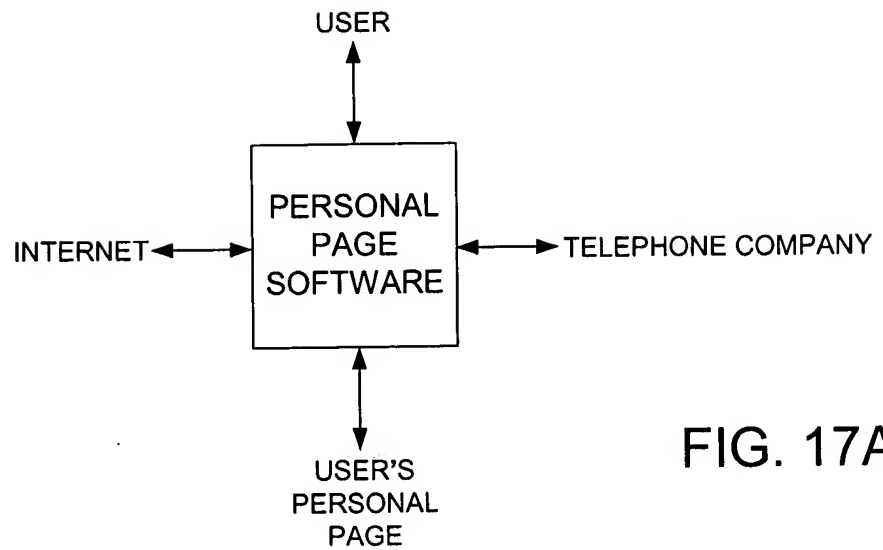


FIG. 17A

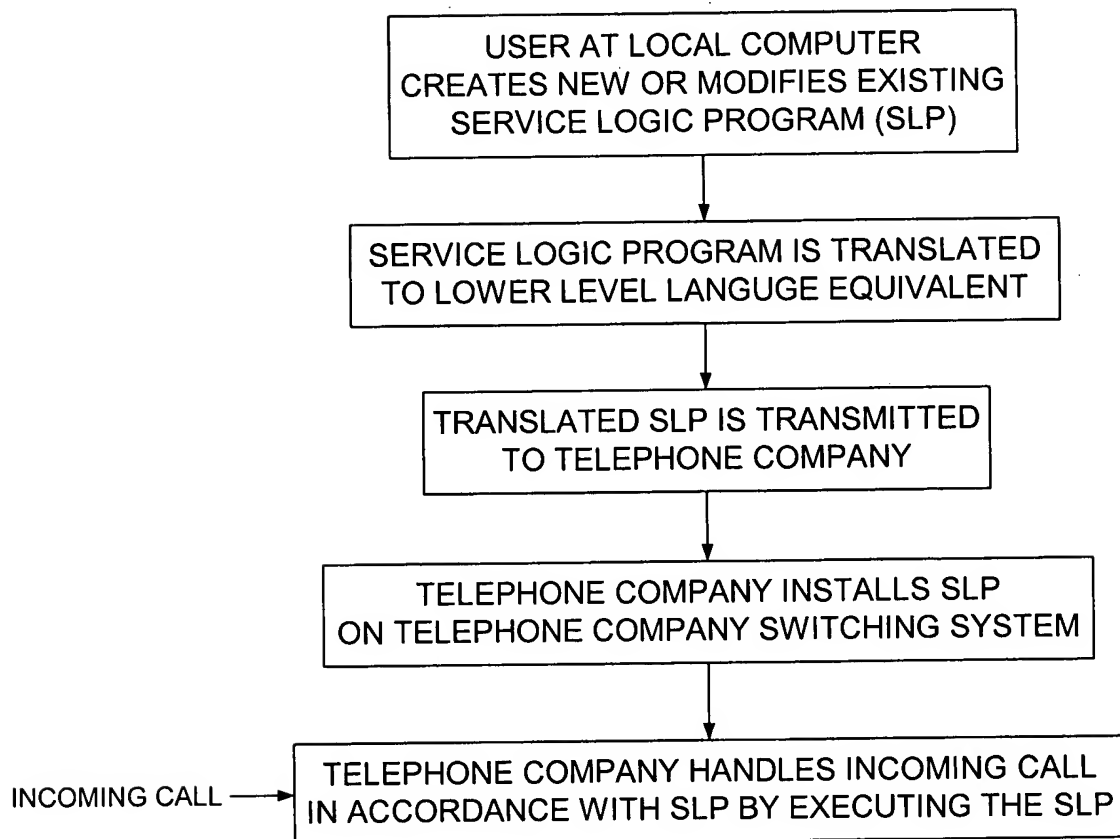


FIG. 17B

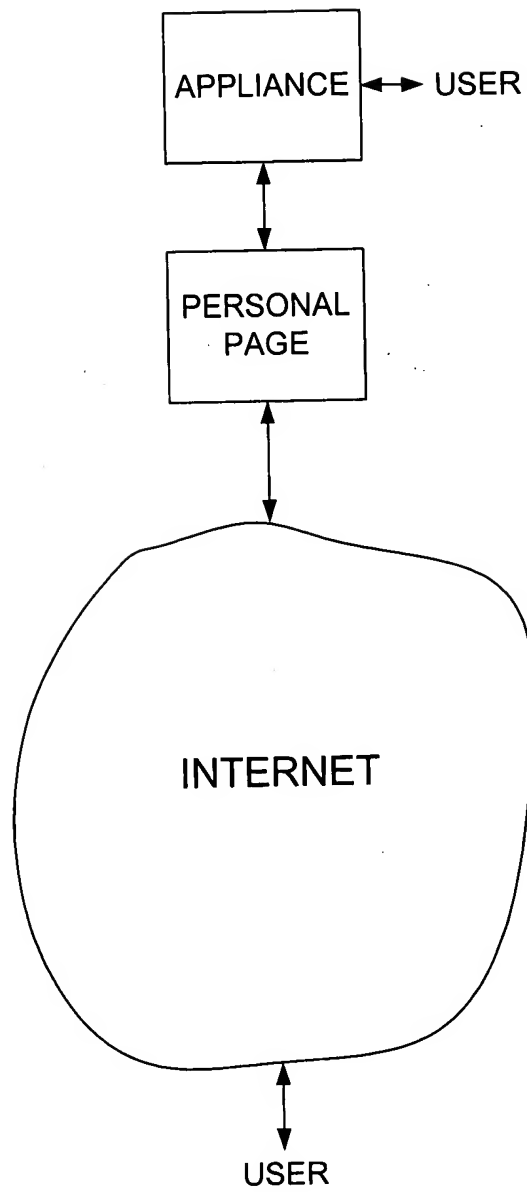


FIG. 18

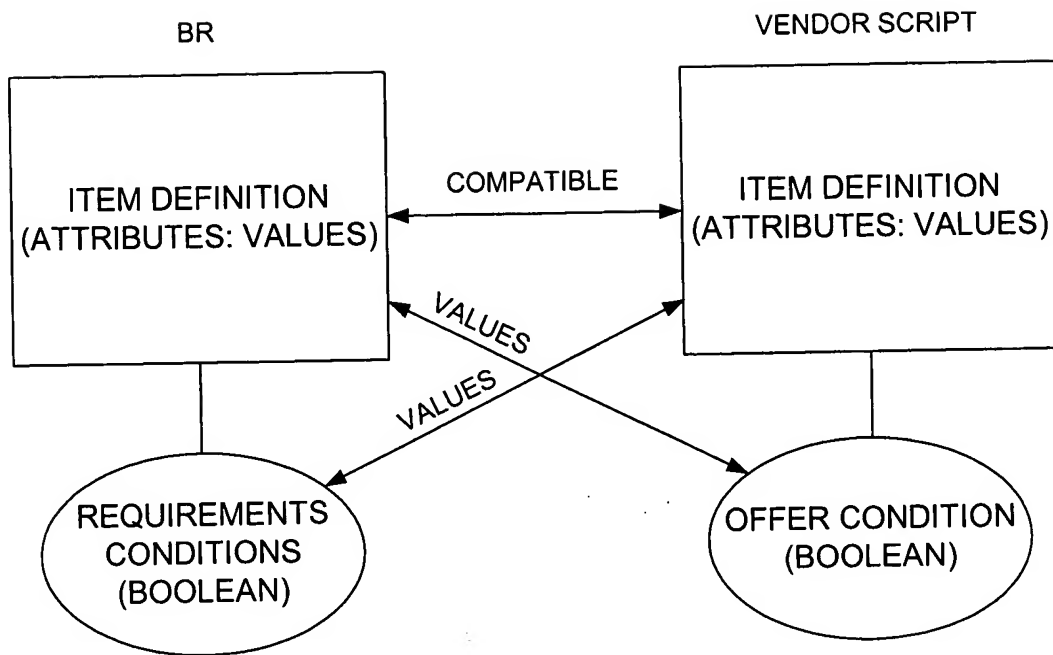


FIG. 19

```
{ ACCEPT_BR || ACCEPT_VENDOR_SCRIPT || MATCHMAKER  
  || SERVICE_ACTIVATION_LIST || SERVICE_SCRIPT_LIST }
```

**FIG. 20**



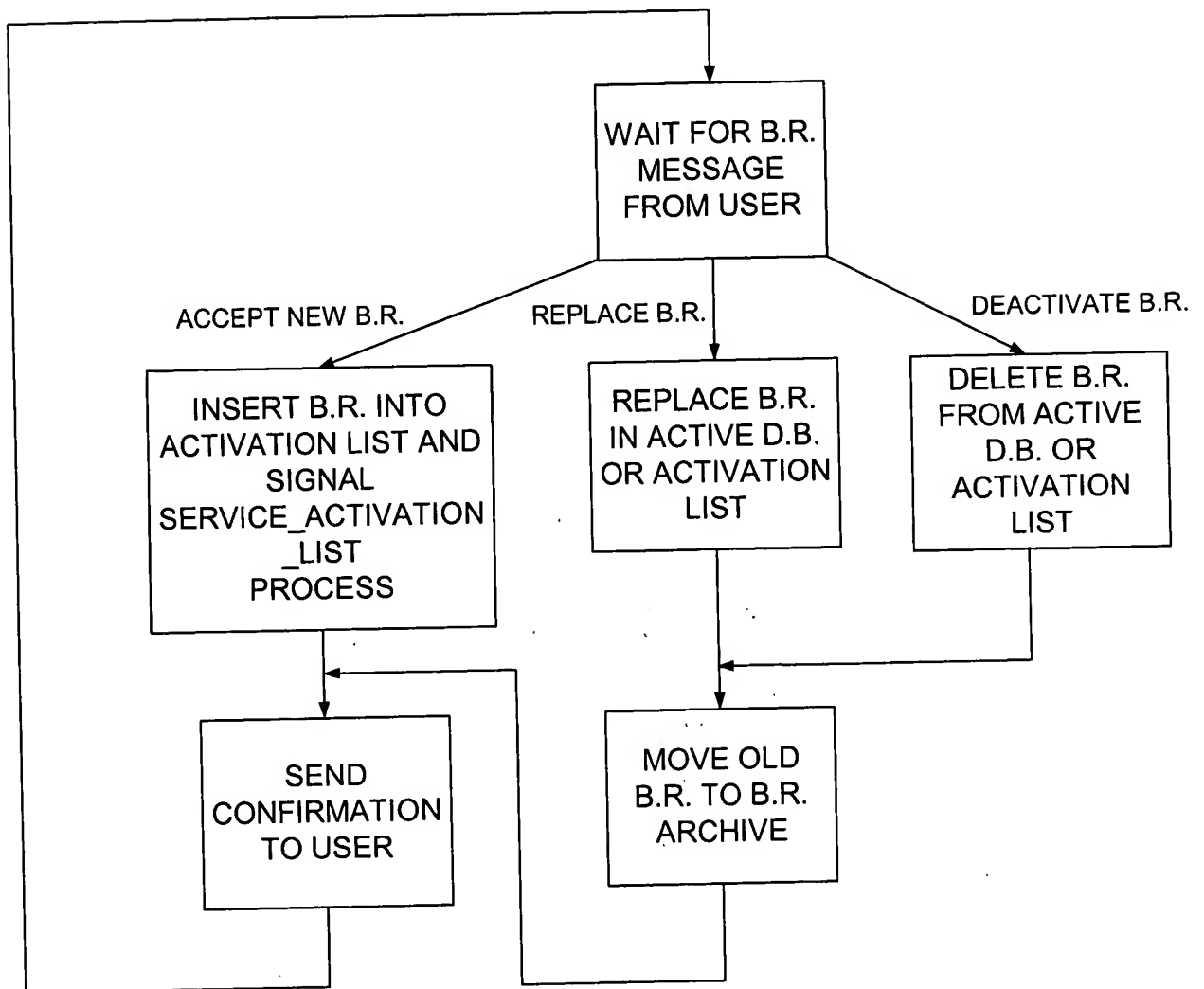


FIG. 21

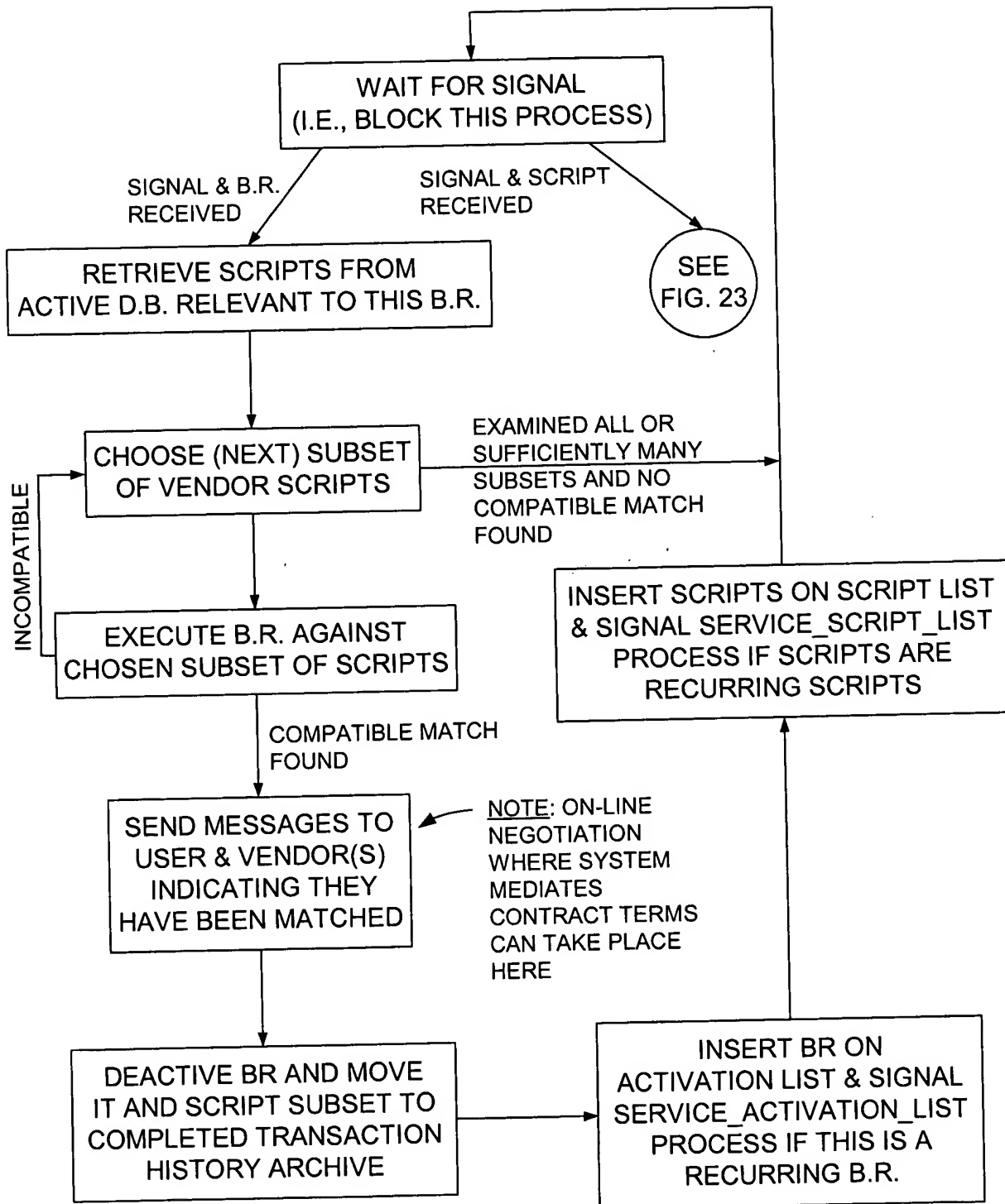


FIG. 22

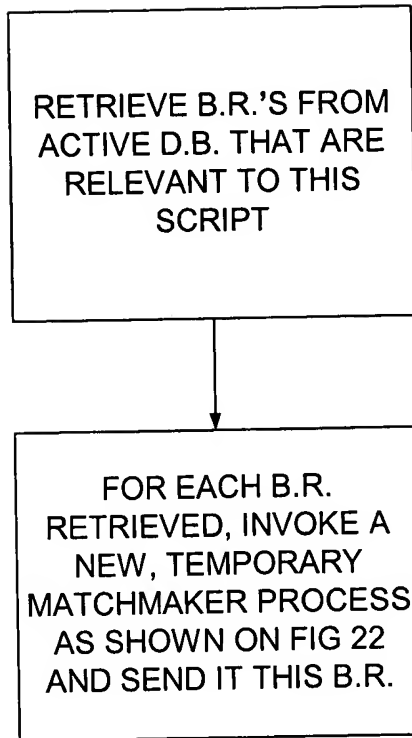


FIG. 23

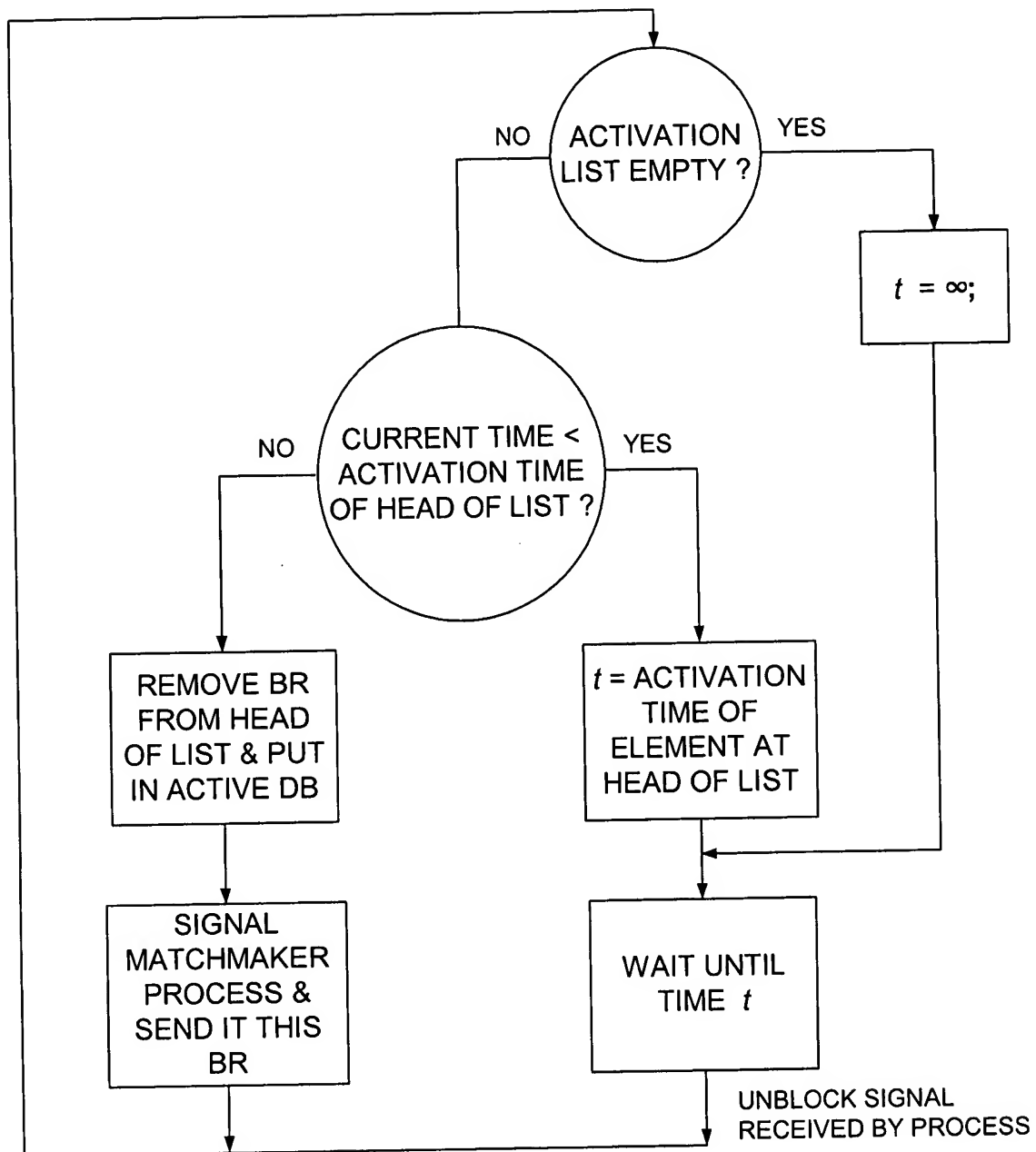


FIG. 24